





# TECHNO COP™

## LOADING INSTRUCTIONS

### COMMODORE 64/128 Cassette

1. Set up your system and plug a joystick into port 2.
2. Insert cassette into cassette unit. Press SHIFT and RUN/STOP keys simultaneously. Press PLAY on the cassette unit. The program will load and run automatically.
3. When the title screen appears, press the FIRE button to begin the game.
4. Follow on screen prompts.

### Commodore 64/128 Disk

1. Set up your system and plug a joystick into port 2.
2. Insert the disk into the drive. Type LOAD "+,1" and press RETURN.
3. When the title screen appears, press the FIRE button to begin the game.
4. During the game, follow the on-screen messages that tell you when to insert disk B.

### Commodore Amiga

1. Set up your system and plug a joystick into port 2.
2. If you have an Amiga 500 or 2000, insert the TECHNOCOP disk into the drive and turn on your system.
3. When the title screen appears, press the FIRE button to begin the game.
4. During the game, follow the on-screen messages that tell you when to insert disk B.

Atari ST

1. Set up your system and plug a joystick into joystick port 1 and your mouse/joystick into port 2.
2. Insert the TECHNOCOP disk, label side up, into Drive A and turn on your system.
3. When the title screen appears, double-click on TECHNOCOP.PRG. The program loads and the title screen appears.
4. During the game, follow the on-screen messages that tell you when to insert disk B.

IBM PC and compatibles

1. Set up your system following instructions in your owner's manual.
2. If your system boots from a floppy disk drive, insert the DOS disk into drive A and turn on your system.
3. If your system boots from a hard drive, turn on the system.
4. After DOS boots, remove the DOS disk from A (if applicable) and insert the TECHNOCOP disk, label side up.
5. If your system boots from a hard drive, type TECH and press ENTER. When type TECH and press ENTER again.
6. A menu appears with options for slow, moderate and fast play. Type the number for the option you want.
7. A screen appears asking you if you want to use a joystick. If you want to use a joystick, type Y, then follow the on-screen instructions to calibrate your joystick. After type Y or calibrate your joystick, the title screen appears.

## SCENARIO

You're a Technocop, a member of the most elite crime-fighting force in the country, called the ENFORCERS. Your mission is to capture, at any cost, ruthless criminals who paralyze the city and kill their victims.

Before you start on your journey, you are equipped with the latest crime fighting equipment. At your disposal are a computer wrist watch, a high power criminal locator, a sonic net gun, and an 88mm pistol gun. You will be driving the force's newest high speed pursuit-and-destroy vehicle – The VMAX twin turbo interceptor.

You're on your way to thwart the operations of a sinister organized crime empire known as the D.O.A. (Department of Organized Crime). Set your sights on the most notorious encampments of the D.O.A., cars, trucks, and buildings, and set out to destroy them. Depend on your criminal radar to tell you there is a crime in progress, rush to the scene to make it, but don't lose control of the car and avoid getting hit by attacking D.O.A. cars!

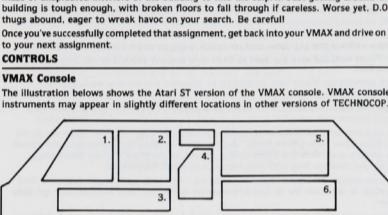
Once there, your crime computer shows you the face of a wanted D.O.A. criminal on the screen and assignment as you leave your car to enter the building where the criminal was last reported seen, is to capture him, dead or alive as instructed by the crime computer. Using your criminal radar locator and computer wrist watch, you carefully search through a maze of dilapidated interiors of the building to find the culprit. Just getting around the building is tough enough, with broken floors to fall through if careless. Worse yet, D.O.A. thugs abound, eager to thwart havoc on your search. Be careful!

Once you've successfully completed that assignment, get back into your VMAX and drive on to your next assignment.

## CONTROLS

### VMAX Console

The illustration below shows the Atari ST version of the VMAX console. VMAX console instruments may appear in slightly different locations in other versions of TECHNOCOP.



Tachometer – Shows current RPMs as you are driving.

Speedometer – Top speeds of over 150 mph!

Score Status – Shows total points accumulated.

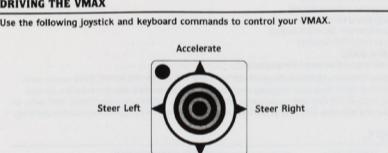
Gear Indicator – Shows which of five automatic-shift gears you are in. (All versions except Commodore 64/128 will crash if you automatically shift back to first gear.)

Crime Computer – Shows the time you have to get to the scene of the crime and gives you background information on criminals. The message here also tells you whether to eliminate the criminal or bring him back alive.

Percent Operative Indicator – Indicates the level of damage your VMAX has sustained so far. Don't let the bar retract too far – once you reach 0 per cent operative effectiveness, your VMAX is damaged beyond repair and the game is over.

## DRIVING THE VMAX

Use the following joystick and keyboard commands to control your VMAX.



### FIRE BUTTON – Fire Weapon

#### KEYBOARD CONTROLS (IBM/PC ONLY)

- 1 – Accelerate
- 2 – Steer Right
- 3 – Steer Left
- 4 – Brake
- 5 – Fire

### SPACE BAR – Fire Weapon

Note: For the IBM PC and compatible version, to accelerate while steering to the right or left, press the END or PAGE DOWN keys. To decelerate while steering to the right or left, press the END or PAGE UP keys.

## ON THE ROAD

Just keep two things in mind as you tear down the highway: you're in a race against time, and everyone else on the road is your enemy. Some strategies to use:

- D.O.A. vehicles will sneak up from all directions to ram or block you. Use your machine gun, or if you're an actor, slam them off the road. Both techniques gain you points. (See the SCORING Section.)

- After several missions, be on the lookout for a D.O.A. highway superpunk, who will jump from a truck and shoot the VMAX and try to dismantle the engine. Loose his grip with a machine gun and shoot him.

- Stay in control! Sunburn in the road may send you spinning into trees and roads, crashing your VMAX and slow you down, decreasing your chances of getting to the scene of the crime on time.

### VMAX WEAPONRY

You start with a side-mounted canon on your VMAX, and upgrade or add to your on-road weaponry as you complete the driving portion of your missions on time. On-screen messages will notify you as to awards of weapons improvements. The following arsenal awaits your eventual command:

Cannon: Use the fire button to blast anything on the road out of your way.

Turbo Cannon: Give you a burst of power for faster acceleration.

Hydraulic Wheel Ramps: Use these powerful wheel ramps to bash and bump D.O.A. drivers off the road. (Not available on IBM/PC version.)

High Power Cannon: Blast away even the stubbornest of road thugs with this cannon's armour-piercing rockets.

Nuclear Bombs: Clear the road! Use your nukes to simultaneously annihilate all other vehicles. For CBM 64/128, Amiga, and ST versions, press SPACEBAR to fire. For IBM press B to fire. You have a limit of five bombs per game.

## CRIME IN PROGRESS

Follow these steps to race to the crime scene:

1. While you're on the road, scan the messages from your crime computer for a display of the time the robbery or crime is taking place.

2. A beeping sound alerts you to a message on your crime computer indicating the police have located the scene of the crime in progress. Subsequent messages show a mugshot of the criminal and direct you either to capture or eliminate him.

3. The crime computer will tell you if you fail to make it to the scene of the crime within the allotted amount of time. If this happens, you forfeit your chance for a promotion or a VMAX weapon upgrade. However, if you can still pursue the criminal, remember the crime computer will give you a bonus for D.O.A. things: recovering stolen goods, and carrying out your orders to capture or wipe out the criminal. (To recover stolen property, stand near the goods, crouch, the stand up. When the stolen object disappears from view, it's in your possession.)

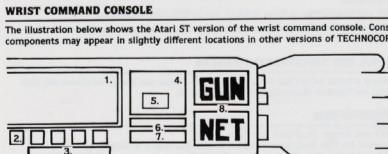
4. Shortly after you receive your orders from the crime computer, your VMAX automatically pulls off the road and you step out of the car.

## TRACKING AND TERMINATING THUGS

Once out of your VMAX, walk right to hand for the building and start pursuing the criminal. Outside the building, you may have to blow away a few thugs or hop over obstacles in your way. (In the IBM version, you exit directly into the building from the VMAX.) Rely on your wrist command console for instructions.

### WRIST COMMAND CONSOLE

The illustration below shows the Atari ST version of the wrist command console. Console components may appear in slightly different locations in other versions of TECHNOCOP.



Remember to check your wrist command console for the amount of time remaining to carry out your mission. Relly on your radar to keep track of the position of the criminal as you move around the building.

Crime Computer: Gives vital statistics on the criminal, including a mug shot.

Life Counter: Brightly lit buttons indicate how many of your five lives you have left.

Health Indicator: Shows the effect of D.O.A. attack on your body. (ST and Amiga versions only) The red bar retreats as you grow closer to losing a life.

Radar: Activated once you enter a building, the radar points you towards the criminal's location in the building, relative to your position. After you capture or terminate the criminal, it guides you to the exit. The red indicator bars in any of the compass directions.

Crime Clock: Displays the amount of time you have to complete a mission.

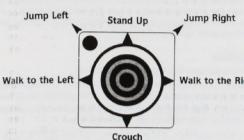
Strength Indicator: Shows energy expenditure during strength-intensive moves. (ST and Amiga versions only) Each time you jump, the needle drops, the float to the right to indicate your strength.

Score Status: Indicates your current score. (See SCORING Section.)

GUN/NET Indicator: Shows whether you're set to blast the criminal with your .88 magnum or capture him alive with your net gun. Press SPACEBAR to toggle between the two. (For the IBM version, press G to select Gun and N to select Net.) ST and Amiga versions have a limited number of nets per mission: CBM 64/128 and IBM versions have a limit of 15 nets per mission.

TECHNOCOP SELF DEFENCE

How to move and protect yourself:



Fire Button – Shoot Gun or Net.

### KEYBOARD CONTROLS (IBM / PC ONLY)

SPACE BAR – Shoot gun or net.

→ Walk to the Left

→ Walk to the Right

↑ Crouch

↓ Stand Up

ELEVATOR CONTROLS

Position yourself in front of the elevator. When the door opens, walk in.

Atari ST and Commodore-Amiga versions: Once you are inside, the elevator will start to move automatically. If the elevator can go in more than one direction, indicate with your joystick whether you wish to go up or down by moving the joystick UP or DOWN. If you do nothing, the elevator will automatically go up or down to the floor in the building. If you don't want to move, turn the joystick to the side. If you want to move to a floor other than the floor you are on, press the bottom of the floor, press the FIRE button as you approach the floor when you want to exit. The elevator will stop at that floor and the door will open. Get out of the elevator by moving the joystick handle DOWN. If you do nothing, the elevator will reverse direction and go to the uppermost floor.

All other versions: Enter the elevator by moving the joystick handle UP or by pressing the UP Arrow key. To change your desired direction by pressing the UP or DOWN Arrow keys or moving the joystick handle UP or DOWN. The elevator does not move until you command it. Keep commanding the elevator to move one floor at a time. To exit the elevator, press LEFT or RIGHT Arrow or move the joystick handle to the RIGHT or LEFT.

TIPS

### Survival Strategies

While you're on the road, don't save your top speeds for the straight, accelerate through curves by pushing UP diagonally on your joystick handle. (For IBM versions, using the keyboard, press the HOME or PAGE UP keys.)

Once you leave the VMAX, you don't have much time to find the criminal. Try these shortcuts:

- Every so often, jump over D.O.A. thugs instead of firing at them. (In the CBM 64/128 version, pressing UP instead of firing at them.)
- If you're not in a hurry, turn the steering wheel to the right or left to move to a floor other than the floor you are on. If you do this, you will have to move to the floor you want to exit.

The elevator will stop at that floor and the door will open. Get out of the elevator by moving the joystick handle DOWN. If you do nothing, the elevator will reverse direction and go to the uppermost floor.

All other versions: Enter the elevator by moving the joystick handle UP or by pressing the UP Arrow key. To change your desired direction by pressing the UP or DOWN Arrow keys or moving the joystick handle UP or DOWN. The elevator does not move until you command it. Keep commanding the elevator to move one floor at a time. To exit the elevator, press LEFT or RIGHT Arrow or move the joystick handle to the RIGHT or LEFT.

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CONTROLS

### COMMANDS

#### Console of the VMAX

The illustration c-dessous présente la version Atari ST de la console du VMAX. Les instruments de la console du VMAX apparaissent peut-être à des endroits légèrement différents sur d'autres versions de TECHNOCOP.

### Commodore 64/128 Disquette

1. Installez votre système et branchez un manche à balai au point d'accès 2.

2. Introduisez la disquette dans l'unité de disques. Tapez LOAD "+,1" et appuyez sur RETOUR.

3. Lorsque l'écran de titre apparaît, appuyez sur le bouton de FEU pour commencer le jeu.

4. Pendant le jeu suivez les messages sur l'écran. Ils vous diront à quel moment retourner la disquette.

### Atari ST

1. Installez votre système, branchez un manche à balai au point d'accès 1 et votre souris/manche à balai au point d'accès 0.

2. Lancez la version Technocop, l'icône vers le haut, dans l'unité de disques A et branchez votre système.

3. Lorsque le répertoire de la disquette apparaît, cliquez deux fois sur TECHNOCOP.PRG. Le programme se chargera et l'écran vous dira de quels directions le boussole.

4. Pendant le jeu suivez les messages sur l'écran. Ils vous diront à quel moment introduire la disquette.

### Commodore Amiga

1. Installez votre système et branchez un manche à balai au point d'accès 2.

2. Si vous avez un Amiga 500 ou 2000, introduisez la disquette Technocop dans l'unité de disques et branchez votre système. Le programme se chargera et l'écran vous dira de quels directions le boussole.

3. Si vous avez un Amiga 1000 à mémoire externe, détachez la mémoire externe. Lorsque l'ordinateur vous demande d'introduire la disquette Workbench, introduisez la disquette TECHNOCOP à la place. Le programme se chargera automatiquement.

### IBM PC Compatible

1. Installez votre système, en suivant les instructions dans votre manuel.

2. Si votre système s'amorce à partir d'une unité de disques, introduisez la disquette TECHNOCOP dans l'unité de disques et branchez votre système. Si votre système s'amorce à partir d'une unité de disques rigides, branchez la système.

3. Quand la disquette DOS s'est amorcée, retirez la disquette DOS de l'unité de disques (si applicable) et introduisez la disquette TECHNOCOP. Le label est vers le haut.

4. Si votre système s'amorce à partir d'une unité de disques souple, introduisez la disquette TECHNOCOP dans l'unité de disques souple et branchez votre système.

5. Pendant le jeu suivez les messages sur l'écran. Ils vous diront à quel moment introduire la disquette B.

### Commodore Amiga

1. Installez votre système et branchez un manche à balai au point d'accès 2.

2. Si vous avez un Amiga 500 ou 2000, introduisez la disquette Technocop dans l'unité de disques et branchez votre système. Si votre système s'amorce à partir d'une unité de disques rigides, branchez la système.

3. Quand la disquette DOS s'est amorcée, retirez la disquette DOS de l'unité de disques A et introduisez la disquette TECHNOCOP. Le label est vers le haut.

4. Si votre système s'amorce à partir d'une unité de disques souple, introduisez la disquette TECHNOCOP dans l'unité de disques souple et branchez la système.

### IBM PC

1. Installez votre système, en suivant les instructions dans votre manuel.

2. Si votre système s'amorce à partir d'une unité de disques, introduisez la disquette TECHNOCOP dans l'unité de disques et branchez la système.

3. Quand la disquette DOS s'est amorcée, retirez la disquette DOS de l'unité de disques A et introduisez la disquette TECHNOCOP. Le label est vers le haut.

4. Si votre système s'amorce à partir d'une unité de disques souple, introduisez la disquette TECHNOCOP dans l'unité de disques souple et branchez la système.

### AT&T ST

1. Installez votre système, en suivant les instructions dans votre manuel.

2. Si votre système s'amorce à partir d'une unité de disques, introduisez la disquette TECHNOCOP dans l'unité de disques et branchez la système.

3. Quand la disquette DOS s'est amorcée, retirez la disquette DOS de l'unité de disques A et introduisez la disquette TECHNOCOP. Le label est vers le haut.

### Barre d'ESPACEMENT

1. Pour faire une partie de l'ascenseur, quand la porte s'ouvre, entrez à l'ascenseur.

2. Indicateur de vitesse: Indique le nombre de tours minute que vous avez dans la partie de l'ascenseur.

3. Indicateur d'embrayage: Indique à quelle vitesse vous roulez votre véhicule.

4. Indicateur de vitesse: Indique la vitesse à laquelle vous roulez votre véhicule.

5. Ordinateur de crime: Indique le temps que vous avez pour arriver sur les lieux du crime et déclencher l'ascenseur.

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7. Ordinateur de crime: Indique le temps que vous avez pour arriver sur les lieux du crime et déclencher l'ascenseur.

8. Ordinateur de crime: Indique le temps que vous avez pour arriver sur les lieux du crime et déclencher l'ascenseur.

9. Commandant: Indique le temps que vous avez pour arriver sur les lieux du crime et dé

